

successive bonus levels;

providing a bonus point display for displaying the bonus level of each of the plurality of players, the bonus point display comprising a plurality of player interface units, each of the plurality of player interface units being associated with one from the plurality of players, wherein each of the plurality of player interface units includes a display element and a player control element manipulable by the associated player to select the prize; and

providing a controller connected to the bonus point display for causing the display to display the bonus level of each of the plurality of players, and for causing the display to reset and to display the starting level in response to the bonus level of the associated player reaching the prize level;

providing a prize display, the prize display including an indication of at least one prize available to each player reaching the prize level and at least one light emitting element associated with each indication, wherein the controller is connected to the prize display, the controller further controlling the light emitting elements associated with the indication on the prize display to indicate the prize received by each player;

providing a dealer interface unit associated with the dealer of the primary game, the dealer interface unit including dealer control elements for signaling the controller to display the bonus level for each player on the bonus display;

initiating the play of the card game;

at least one of the bonus events occurring, the at least one of the bonus events being associated with one from the plurality of players;

displaying the bonus level of each of the plurality of players;

upon the at least one bonus events occurring, providing to the one from the plurality of players an option to select to advance at least one bonus level;

receiving a selection of the option to select to advance at least one bonus level; and  
if the one from the plurality of players advances to the prize level, the controller causing  
the player interface unit to reset the display element to display the starting level;

the dealer control elements of the dealer interface unit signaling the controller to  
activate the player control element at the player interface unit associated with the player  
reaching the bonus level;

the controller activating at the player interface unit in response to a signal from the  
dealer control elements of the dealer interface unit;

the player reaching the bonus level manipulating the player control element to  
select to generate the prize; and

generating the prize for the one from the plurality of players from a plurality of  
random prizes.

~~658~~<sup>5</sup>. (Amended). The method of claim ~~52~~<sup>5</sup>, further comprising:

the controller determining when each player has reached the prize level, the prize level  
entitling the player to select the prize; and

the controller activating the player control element to select the prize upon determining  
that the player has reached the prize level and upon signaling from the dealer control elements.

~~20~~<sup>94</sup>. (Amended). An apparatus as defined in claim ~~68~~<sup>18</sup>, wherein:

the dealer interface unit includes a display for displaying game control information to the  
dealer; and

the controller signals the display of the dealer interface unit to display information  
prompting the dealer to manipulate the dealer control elements in accordance with the auxiliary  
game.

Please add the following new claim 95:

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--95. (New) The apparatus of Claim <sup>18</sup>~~68~~, wherein the second device independently causes the display to reset for each player in response to the number of bonus points received by each player reaching the predetermined number of bonus points.--

### REMARKS

By this Amendment, Claims 56-58 and 72-73 are cancelled, Claims 52, 53 and 94 are amended, and Claim 95 has been added. Claims 48-55, 59-71 and 74-95 are currently pending.

#### **Request for Information Relating to Possible Prior Public Use or Sale**

The Examiner has requested the following information:

[D]ata supporting first commercial use and data supporting public testing or public showing including for gaming commission compliance requirements.

In response, Applicants note that, although the Ten Stix 21 mark was used before the effective filing date of the present application, as disclosed at pages 1-7 of the specification, the Ten Stix 21 mark was previously used to identify a manual auxiliary incentive game that involved the use of lammers.

Applicants submit herewith a Declaration Under 37 C.F.R. § 1.132 (Declaration) as further support that the claimed invention was not publicly used before the filing date of the present application such that the invention as claimed would be unpatentable. In particular, the Declaration demonstrates that an apparatus that controls and displays each player's progress in the auxiliary game without the use of lammers was not publicly used more than one year before the filing date of the present application. If additional information is required in response to the Examiner's requirement for information, the Examiner is requested to contact Applicants' undersigned representative.